

EXHIBIT 7

Android Developers Blog

The latest Android and Google Play news for app and game developers.

In-App Billing on Android Market: Ready for Testing

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[This post is by Eric Chu, Android Developer Ecosystem. —Dirk Dougherty]

Back in January we announced our plan to introduce Android Market In-app Billing this quarter. We're pleased to let you know that we will be launching In-app Billing next week.

In preparation for the launch, we are opening up Android Market for upload and end-to-end testing of your apps that use In-app Billing. You can now upload your apps to the Developer Console, create a catalog of in-app products, and set prices for them. You can then set up accounts to test in-app purchases. During these test transactions, the In-app Billing service interacts with your app exactly as it will for actual users and live transactions.

Note that although you can upload apps during this [test development phase](#), you won't be able to actually publish the apps to users until the full launch of the service next week.

The screenshot shows the Android Market Developer Console interface. At the top, there's a navigation bar with links to Home, Help, and Android.com, along with a Sign out option. The main header reads "In-app Product List". Below this, the app "Dungeons01" is listed with its version (4.9) and an "Unpublished" status. A red arrow icon is present next to the version number. The table below lists four in-app products:

Potion	USD \$1.02	March 22, 2011	Published
Ring of Doom	USD \$0.99	March 22, 2011	Published
Scroll of Scare Monster	USD \$1.02	March 22, 2011	Published
Two Handed Sword	USD \$1.00	March 22, 2011	Published

At the bottom right of the table, there's a blue button labeled "Add in-app product".

To get you started, we've updated the developer documentation with information about how to [set up product lists](#) and [test your in-app products](#). Also, it is *absolutely essential* that you review the [security guidelines](#) to make sure your billing implementation is secure.

We encourage you start uploading and testing your apps right away.